What is claimed is:

1   1.   An entertainment apparatus with which a voice input device
2   for receiving a voice input from a player is usable, the entertainment
3   apparatus comprising
4   character control means for controlling the operation of a game
5   character;
6   sound interval extracting means for extracting information of a
7   relative sound interval from the voice of the player received through said
8   voice input device; and
9   sound volume extracting means for extracting information of a
10 sound volume from the voice of the player received through said voice
11 input device;
12   wherein said character control means evaluates said extracted
13 information of the relative sound interval and makes the character
14 perform an operation according to a result of the evaluation.

1   2.   The entertainment apparatus according to claim 1, which
2   further comprises;
3   guide display means for indicating contents of the voice to be
4   inputted by the player.

1   3.   The entertainment apparatus according to claim 2, which
2   further comprises;

3   reference voice data storage means for storing voice data as an

4   evaluation reference about the relative sound interval and the sound

5   volume with respect to the voice to be inputted by the player, wherein;

6   said character control means periodically compares said extracted

7   information of the relative sound interval and said extracted information

8   of the sound volume with the voice data as said evaluation reference, and

9   determines operation contents of the character on the basis of results of

10   the comparison.

1   4.   The entertainment apparatus according to claim 2, which

2   further comprises;

3   expression mode display means for indicating an expression mode

4   of the voice to be inputted by the player.

1   5.   The entertainment apparatus according to claim 3, wherein

2   the operation of said character is shown by regenerating image

3   data prepared in advance, and

4   said character control means changes a regenerating speed of said

5   image data on the basis of the difference between timing for indicating

6   contents of the voice to be inputted by said player and timing for starting

7   the input of the voice by the player.

1   6.   The entertainment apparatus according to claim 3, wherein

2   said character control means compares said extracted information

3   of the relative sound interval and the voice data of the relative sound

4   interval as said evaluation reference, and, as a result of the comparison,

5   said character control means exaggerates an expression of the character as

6   the extracted relative sound interval is higher than the relative sound

7   interval as the evaluation reference, and moderates the expression of the

8   character as the extracted relative sound interval is lower than the

9   relative sound interval as the evaluation reference.

1   7.   The entertainment apparatus according to claim 3, wherein

2   said character control means compares said extracted information

3   of the sound volume and the voice data of the sound volume as said

4   evaluation reference, and as a result of this comparison, said control

5   means exaggerates a behavior of the character as the extracted sound

6   volume is larger than the sound volume as the evaluation reference, and

7   moderates the behavior of the character as the extracted sound volume is

8   smaller than the sound volume as the evaluation reference.

1   8.   A method for controlling the operation of a character in a

2   game executed by an entertainment apparatus, comprising:

3   extracting information of a relative sound interval and

4   information of a sound volume from voice data of a player upon receipt

5   of a voice input of the player, and

6   changing the operation of the character on the basis of said

7   extracted information of the relative sound interval and said extracted

8   information of the sound volume.

1   9.   The method for controlling the operation of a character as

2   recited in claim 8, wherein

3   contents of the voice to be inputted by the player are displayed

4   before the reception of the voice input of the player.

1   10.   The method for controlling the operation of a character as

2   recited in claim 9, wherein

3   said extracted information of the relative sound interval and said

4   extracted information of the sound volume are periodically compared

5   with the voice data as an evaluation reference with respect to the relative

6   sound interval and the sound volume prepared in advance, and the

7   change in the operation of said character is determined on the basis of a

8   result of the comparison.

1   11.   The method for controlling the operation of a character as

2   recited in claim 9, wherein

3   an expression mode of the voice to be inputted by the player is

4   displayed together with the contents of the voice to be inputted by said

5   player before the reception of the voice input of the player.

1   12.   The method for controlling the operation of a character as

2   recited in claim 10, wherein

3   the operation of said character is shown by regenerating image

4   data prepared in advance, and

5   a regenerating speed of said image data is changed on the basis of

6   the difference between timing for outputting the contents of the voice to

7   be inputted by said player, and timing for starting the input of the voice

8   by the player.

1   13. The method for controlling the operation of a character as

2 recited in claim 10, wherein said extracted information of the relative

3 sound interval and the voice data of the relative sound interval as said

4 evaluation reference are compared, and as a result, an expression of the

5 character is exaggerated as the extracted relative sound interval is higher

6 than the relative sound interval as the evaluation reference, and the

7 expression of the character is set to be moderate as the extracted relative

8 sound interval is lower than the relative sound interval as the evaluation

9 reference.

1   14. The method for controlling the operation of a character as

2 recited in claim 10, wherein said extracted information of the sound

3 volume and the voice data of the sound volume as said evaluation

4 reference are compared, and as a result, a behavior of the character is

5 exaggerated as the extracted sound volume is larger than the sound

6 volume as the evaluation reference, and the behavior of the character is

7 moderated as the extracted sound volume is smaller than the sound

8 volume as the evaluation reference.

1   15. A storage medium having a program recorded therein, said

2 program executable in an entertainment apparatus to be usable with a

3 voice input device for receiving a voice input from a player,

4   wherein said program causes the entertainment apparatus to

5 perform the steps of:

6   sound interval extracting processing for extracting information of

7 a relative sound interval from the voice of the player received through

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8   said voice input device;

9   sound volume extracting processing for extracting information of

10   a sound volume from the voice of the player received through said voice

11   input device; and

12   character control processing for evaluating said extracted

13   information of the relative sound interval and said extracted information

14   of the sound volume, and making the character perform an operation

15   according to a result of the evaluation.

1   16.   The storage medium according to claim 15, wherein

2   said program causes the entertainment apparatus further to

3   perform guide display processing for indicating contents of the voice to

4   be inputted by the player.

1   17.   The storage medium according to claim 16, wherein

2   said program causes the entertainment apparatus further to

3   perform processing for referring to reference voice data for storing voice

4   data as an evaluation reference about the relative sound interval and the

5   sound volume with respect to the voice to be inputted by the player, and

6   in said character control processing, said extracted information of

7   the relative sound interval and said extracted information of the sound

8   volume are periodically compared with the voice data as said evaluation

9   reference, and results of the comparison determine operation contents of

10   the character.

1   18.   The storage medium according to claim 16, wherein

2   said program causes the entertainment apparatus further to

3   perform expression mode display processing for indicating an expression

4   mode of the voice to be inputted by the player.

1   19. The storage medium according to claim 17, wherein

2   the operation of said character is shown by regenerating image

3   data prepared in advance, and

4   said character control processing includes changing a regenerating

5   speed of said image data on the basis of the difference between timing for

6   indicating contents of the voice to be inputted by said player and timing

7   for starting the input of the voice by the player.

1   20. The storage medium according to claim 17, wherein

2   said character control processing includes comparing said

3   extracted information of the relative sound interval and the voice data of

4   the relative sound interval as said evaluation reference, and as a result,

5   exaggerating an expression of the character as the extracted relative

6   sound interval is higher than the relative sound interval as the evaluation

7   reference, and moderating the expression of the character as the extracted

8   relative sound interval is lower than the relative sound interval as the

9   evaluation reference.

1   21. The storage medium according to claim 17, wherein

2   said character control processing includes comparing said

3   extracted information of the sound volume and the voice data of the

4   sound volume as said evaluation reference, and as a result, exaggerating

5 a behavior of the character as the extracted sound volume is larger than

6 the sound volume as the evaluation reference, and moderating the

7 behavior of the character as the extracted sound volume is smaller than

8 the sound volume as the evaluation reference.

1   22. A program executable in an entertainment apparatus to be

2 usable with a voice input device for receiving a voice input from a player,

3   wherein said program causes the entertainment apparatus to

4 perform the steps of:

5   sound interval extracting processing for extracting information of

6 a relative sound interval from the voice of the player received through

7 said voice input device;

8   sound volume extracting processing for extracting information of

9 a sound volume from the voice of the player received through said voice

10 input device; and

11   character control processing for evaluating said extracted

12 information of the relative sound interval and said extracted information

13 of the sound volume, and making the character perform an operation

14 according to a result of the evaluation.